

PENITENT HOST

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Catechism of Divine Penitence

15 pts

CANONESS, PALATINE, or MINISTORUM PRIEST model only. The bearer gains the PENITENT keyword.

Psalm of Righteous Judgement

20 pts

ADEPTA SORORITAS model only. While the bearer is on the battlefield, each time an enemy unit is destroyed by a PENITENT unit from your army, you can discard 1 Miracle dice to gain 1 Miracle dice showing a value of 6.

Refrain of Enduring Faith

15 pts

PENITENT model only. While the bearer is leading a unit, models in that unit have a 5+ invulnerable save.

Verse of Holy Piety

15 pts

PENITENT model only. Once per battle, at the start of the battle round, select one Vow of Atonement. Until the start of the next battle round, that Vow of Atonement is active for the bearer's unit in addition to any that is active for your army, even if you have already selected that Vow of Atonement this battle.

DETACHMENT RULE

At the start of the battle round, you can select one of the following Vows of Atonement to be active for your army until the start of the next battle round. You can only select each Vow of Atonement once per battle.

The Path of the Penitent With psalms on their lips, the faithful hurl themselves forward. Add 3" to the Move characteristic of PENITENT models from your army.
Absolution in Battle The penitents smite the Emperor's foes with unmatched zeal. Each time a unit from your army is selected to fight, if that unit made a Charge move this turn, until the end of the phase, add 1 to the Attacks and Strength characteristics of melee weapons equipped by PENITENT models in that unit.
Death Before Disgrace Even the most grievous wound cannot stop a penitent warrior in their quest to earn redemption in the eyes of the Emperor. Each time a PENITENT model from your army is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 2+, do not remove it from play; the destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

STRATAGEMS (6/6)

1 CP PENITENT HOST – STRATEGIC PLOY STRATAGEM MOVEMENT

BOUNDLESS ZEAL

When: Your Movement phase, just after an ADEPTA SORORITAS unit from your army Falls Back.

Target: That ADEPTA SORORITAS unit.

Effect: Until the end of the turn, your unit is eligible to shoot or declare a charge in a turn in which it Fell Back. If your unit has the PENITENT keyword, it is eligible to shoot and declare a charge in a turn in which it Fell Back instead.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM MOVEMENT

LASH OF GUILT

When: Your Movement phase, just before a PENITENT unit from your army Advances.

Target: That PENITENT unit.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced. If your unit has the PENITENT ENGINES keyword, do not make an Advance roll for it; instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP PENITENT HOST – STRATEGIC PLOY STRATAGEM SHOOTING

DEVOUT FANATICISM

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One PENITENT unit from your army that was selected as the target as one or more of the attacking unit's attacks.

Effect: Roll one D6: your unit can be moved a distance in inches up to the result, but it must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, models in your unit can be moved within Engagement Range of enemy units.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM SHOOTING

PURITY OF SUFFERING

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One PENITENT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, PENITENT models in your unit have the Feel No Pain 4+ ability.

1 CP PENITENT HOST – BATTLE TACTIC STRATAGEM FIGHT

PASSION OF THE PENITENT

When: Fight phase.

Target: One PENITENT unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a PENITENT model in your unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

1 CP PENITENT HOST – EPIC DEED STRATAGEM ANY

FINAL REDEMPTION

When: Any phase.

Target: One PENITENT unit from your army that was just destroyed while it was within range of an objective marker you controlled. You can use this Stratagem on that unit even though it was just destroyed.

Effect: That objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.